

GALACTIC PINBALL

VIDEO FOR ADULTS



AGES 17+

VIRTUAL BOY™

INSTRUCTION BOOKLET

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Thank you for selecting the Galactic Pinball™ Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

WARNING

This product **MUST NOT** be used by children under the age of seven (7) years. Artificial stereo vision displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the SPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if you eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-255-3708.

CHOKING HAZARD - SMALL PARTS

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

This Game Pak has a battery backup function to record the progress of the game.

CAUTION: Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries and cause battery-backed-up Game Paks to lose your saved information.

The background of the image is a close-up, slightly angled view of a pinball machine's playfield. The machine has a dark, possibly black or dark blue, base. The playfield is illuminated with various lights, including a prominent red light on the right side and several smaller, glowing lights in the upper and lower sections. The overall aesthetic is retro and vibrant, typical of classic pinball games.

GALACTIC PINBALL™

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Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance). While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration: The best adjustment may allow you to see only three of the four marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly. Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



Automatic Pause Function

All Virtual Boy Game Paks contain an automatic pause function. After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you ALWAYS set the automatic pause to ON. To override the setting, use ← or → on the L-Control Pad, then press the START button to begin the game.



After playing Galactic Pinball for 20 minutes the Auto Pause Screen will come up. At this point, please take a break and give your eyes some rest. After your rest is completed, press the START button to restart the game.



Controller Functions

LEFT BUTTON

- Activates the left flipper.

LEFT CONTROL PAD

- Activates the left flipper.
- Switches between menu items.
- Controls your ship during the hidden games.

SELECT

- Brings up the Adjustment Screen when the game is paused.

START

- Starts the game.
- Pauses the game.

POWER SWITCH

Turns the virtual Boy On and Off

RIGHT BUTTON

Activates the right flipper

RIGHT CONTROL PAD

Activates the right flipper

A BUTTON

Shoots out a ball

Shoots during the hidden games
or stops the Bonus Roulette wheel
Activates menu selections

B BUTTON


Shakes the table






How To Play



At the Title Screen, if you press the START or the A Button, you will go to the Table Select Screen. Choose a table by using the Left  Control Pad. Press the START Button or the A Button to begin game play.



By selecting the Top Score Screen, you can gaze upon the most glorious scores set for each table. Select EXIT to return to the Table Select Screen. 



The Rules:

You get five pucks. Keep the puck in play with the flippers, and try to beat the high score. If the fifth puck drops out of play, your game is over.

Launching The Puck:

To launch a puck, press the A Button. A power meter will be displayed at the top right of the screen. The longer you hold the A Button down, the smaller the power meter will become.



Shaking The Table:

To shake the table, press the B Button. If you are overly aggressive with your shaking, you will cause a "TILT". This will disable the flippers, and the puck will drop out of play.

Name Entry

If your score is among the top five for the table, the Name Entry Screen will appear. Use the Left Control Pad to select letters and enter them with the START or A Button. The B Button will act as a backspace to correct mistakes.



Reset.

You may reset the game by pressing the L Button, R Button, Select, Start, A and B Buttons simultaneously.

Battery Indicator

When the batteries get low, the Battery Indicator will flash on the screen as shown on the right. Please change the Virtual Boy's batteries promptly.



Bonus Roulette:

On some of the tables you can activate the Bonus Roulette wheel. You will get helpful extras such as a "Kick Back."

Target Letters:

On some tables, if you hit all the special letter targets and spell the table's name, you will receive a large bonus.

Lost Bonus:

These are points you receive when the puck drops out of play. The longer you play, the higher the bonus. If you get Bonus x2 with Bonus Roulette, your Lost Bonus will be doubled! Play skillfully to get a larger bonus.

Extra Puck:

Each table has an extra puck bonus. Try to find them all.



Cosmic Mystery

The vast expanse of the Milky Way Galaxy is unfathomable. It has seen empires rise and fall, wars rage and peace reign. Many of its mysteries have been discovered only to slip back into obscurity. And now, from the very depths of the galaxy comes the story of a very strange world.



Welcome to the sports world.

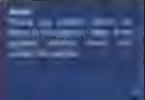
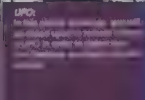
Let's go!!

Cosmic Colony

Background Story

Overview:
You are the leader of the Cosmic
Federation investigating the
mysteries of the Milky Way.
Many dangers await you
including space pirates, alien
your planet, and the
mythical.





Cosmic



About The Tables

- Kick Back Switch
- Planet Clones
- Cyber Bombs
- Craft Bomber
- Cosmic Tapped
- Planet Hit
- Cosmic Warp

If you hit all three small planets with the puck, the Bonus Roulette will be activated. The Klap Back will be turned on.

If you shoot the puck into this hole, you get the **Planet Bonus Chance**. This gives you a limited amount of time to shoot the puck into the Planet Hall and collect the bonus.

When you shoot the puck into this hole, the Bonus Roulette will

When the puck enters this hole, you may activate the two humpers in the top right for a limited time. If you activate all three, the spin-a-time will start.



Drop the puck in here to collect a Target Letter.

After the puck has entered the Hall a set number of times, you will go to the Bonus Stage.

Every 10 puck shots will activate a target stage that will set a target. When it is reached after 10 puck shots, you will be given a pickup and send the puck through a number of times.

Cateny



Control Tower

X-Ray Radar

Sensor Array

Communication Radar

Rescue Ship Hanger

Landing Hall

Center Dome



Send the puck through all of them while the arrows are flashing and the formation is cleared.
Clear all seven formations and you will get a chance at the jackpot.

Send the puck into the hall, get a letter while the arrows are not flashing. Spell the word "RESCUE" and a rescue ship will appear for a short time. The puck will be drawn magnetically to the rescue ship. To release the puck from the ship, press the A Button.



When small planets approach, the meter on the left

will show the number of planets that have been destroyed. The meter will also show the number of planets that have been destroyed. The meter will also show the number of planets that have been destroyed.





● Blast Off Balls

● UFO Target Chance Ball

● UFO Rollers Bumper

● Bonus Chance Ball

● Top Lane

● High Speed Lane

● Speed Mark Bumpers

100%

100% 100% 100% 100%

100% 100% 100% 100%



Drop in here to collect a **BONUS** mark, which allows you to enter the Bonus Stage.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

vs Rash This

At KOS **3** and **7** become Bonus Bumpers. Shoot the puck at the Bonus Bumpers when **18** and a skull will appear. Shoot the puck into the mouth of the skull a certain number of times to get the jackpot.



When the Speed Marks flash, shoot the puck through the

Alien



● Alien's Hall

● Drop Target A

● Drop Target B

● Bonus Hall

● Alien Target Hall

● Transferring Bonuses

● Alien's Level



PH
OFF

Hit the alien with the arrow to the

Alien's Hall begins to flash

Then shoot the puck in **\$** for
the Alien Bonus Four Alien
Bonuses gives you a shot at the
jackpot

Knock them all down, and the

Alien Bonus will be awarded

and the Alien Bonus

will be awarded

Hit the alien with the arrow to the left and right

Alien Bonus will be awarded

Hit the alien with the arrow to the left and right

Alien Bonus will be awarded

Hit the alien with the arrow to the left and right

Alien Bonus will be awarded

Hit the alien with the arrow to the left and right

Alien Bonus will be awarded

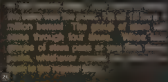
Hit the alien with the arrow to the left and right

Alien Bonus will be awarded

BOATIE STAGE

When you collect a certain number of items, you can unlock a new stage.

When you collect a certain number of items, you can unlock a new stage.



Glossary Of Terms

■ Puck

The pinball.

■ Flipper

A pivoting bar which the player uses to strike the pinball.

■ Lost

Allowing the puck to drop off the table.

■ Bumper

The static side walls which reflect the puck.

■ Lane

The pathways that the puck can travel through.

■ Hole

Openings that the puck can disappear into.

■ Drop Target

Targets which fall when struck by the puck.

■ Center Post

Appears between the bottom flippers to save the puck.

■ Kick Back

These block the bottom side lanes which drain the puck off the table.

■ Million

1 Million = 1,000,000 points.

■ Jackpot

This is the biggest, single pay-out of a table.

■ Table

The pinball playing surface.

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